



#### NAVAL POSTGRADUATE SCHOOL

# Human Robotic Swarm Interaction Using An Artificial Physics Approach

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# What is Artificial Physics?

# Artificial Physics (AP)

- Based on Newtonian Physics  $\vec{F} = m\vec{a}$
- Each agent is treated as a point particle
  - Position *x*
  - Velocity v
- Discrete time step used to approximate continuous behavior

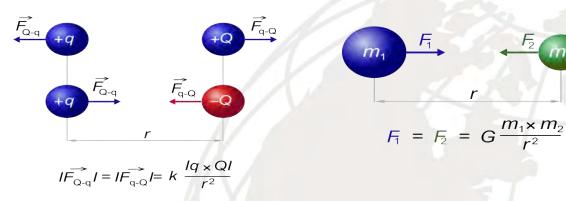
$$\Delta x = \vec{v} \Delta t$$

$$\Delta v = \frac{\vec{F} \, \Delta t}{m}$$



## **Calculated Force**

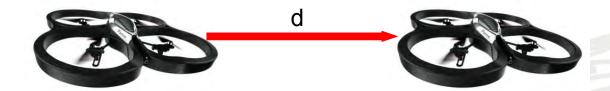
- Modeled after natural forces but not constrained to them
  - Attractive
  - Repulsive

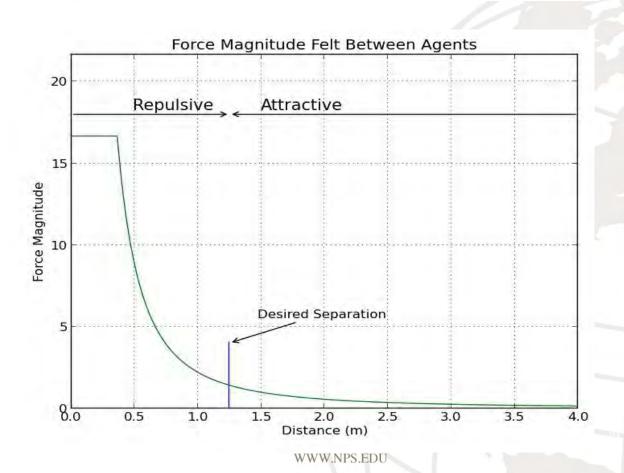






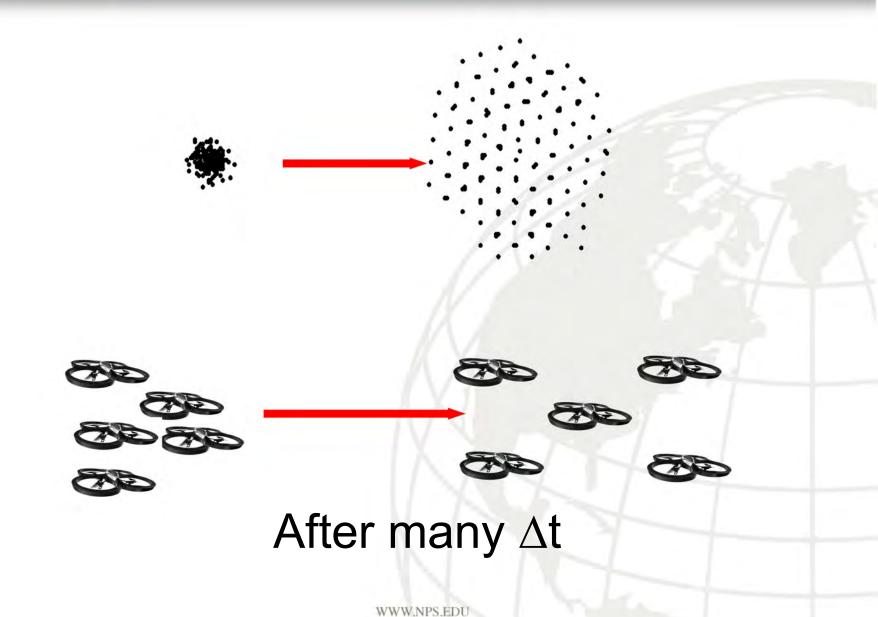
# Using AP to Achieve Desired Agent Spacing





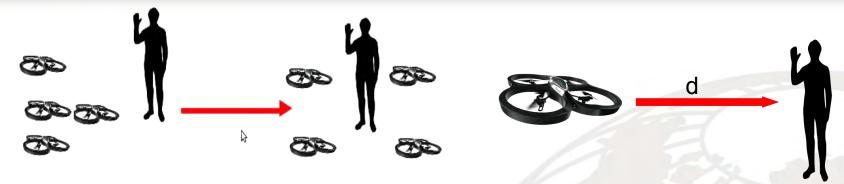


## Self Organization into a Lattice





## Adding an Operator



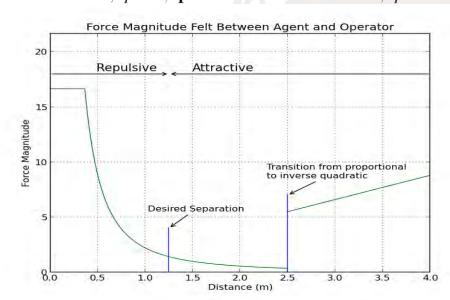
## After many $\Delta t$ but not too many $\Delta t$

$$\mathbf{F_{operator}} = \frac{CM}{(d_{m,op})^p} \hat{\mathbf{r}}_{\mathbf{m,op}}$$
 whe

where  $d_{m,op} < 2d_{desired}$ 

$$\mathbf{F}_{\mathbf{operator}} = -CMd_{m,op}\mathbf{\hat{r}}_{\mathbf{m},\mathbf{op}}$$

where  $d_{m,op} \ge 2d_{desired}$ 



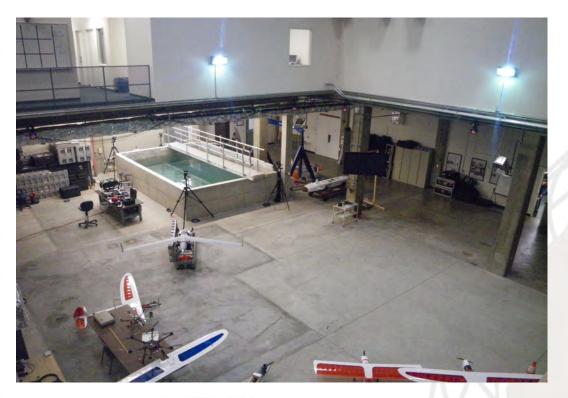


- Parrot AR.Drone<sup>TM</sup>
  - 802.11b/g wifi self generated hotspot
  - 12 minutes of flight
  - Two cameras
  - Six Degrees of Freedom
  - Miniaturized IMUs track pitch, roll, and yaw
- Large open source base







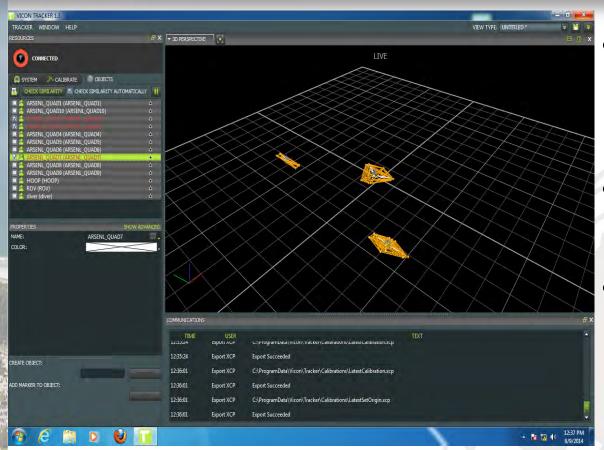




- VICON<sup>TM</sup>
- 10 Cameras (and growing)
- Sub 1 cm accuracy
- x,y,z position and pitch,roll, yaw orientation



## **Constellation Identification and Tracking**



- •IR reflectors, or markers, glued to objects
- Each object has a unique constellation
- Quaternions used to track orientation



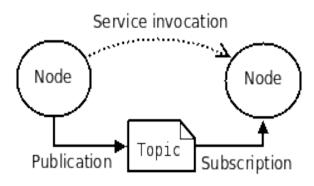


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## **Robotic Operating System**

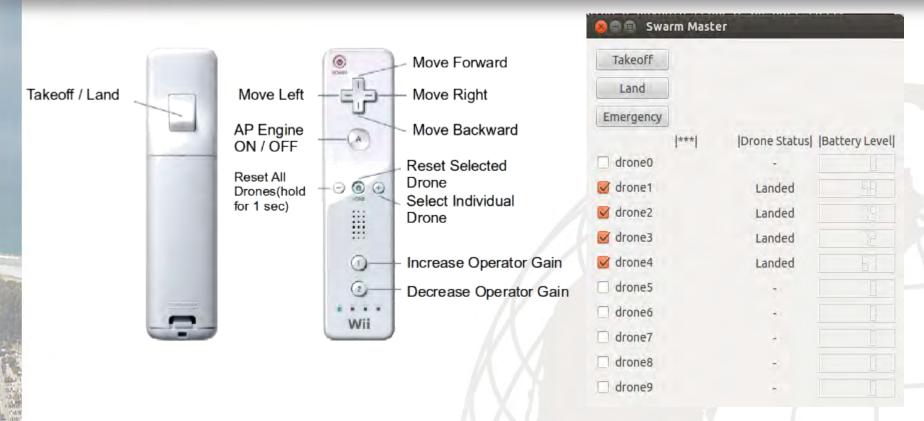
- Robotics Middleware
  - Hardware abstraction
  - Low-level device control
  - Implementation of commonly used functionality
  - Message-passing between processes
  - Package management
- Packages available for commonly available research and hobby grade sensors, controllers, and platforms
- Open Source







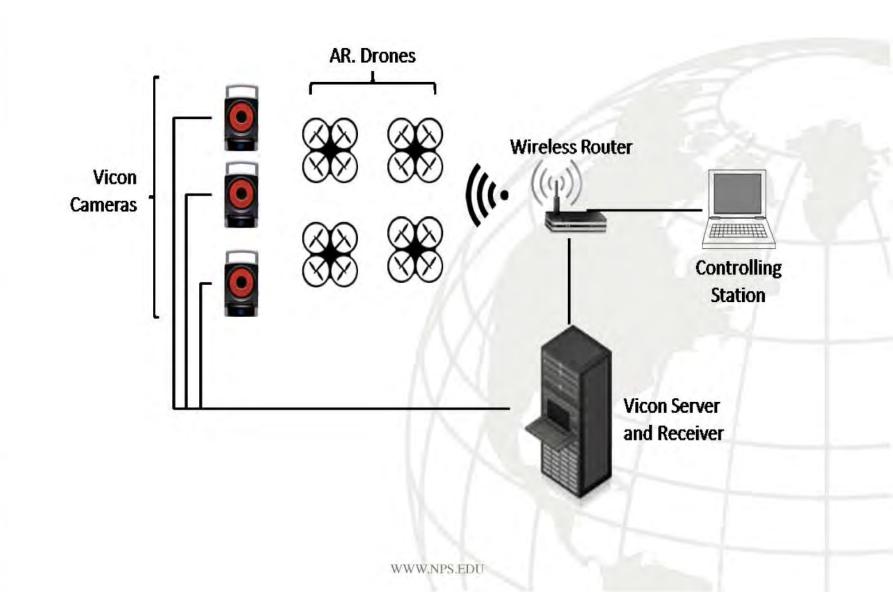
#### **User Interfaces**



- Hand-held controller, Nintendo Wiimote, used for takeoff, landing, reset, parameter adjustment, and AP engine control
- Graphical User Interface used for group or single drone takeoff, landing, reset, and monitoring

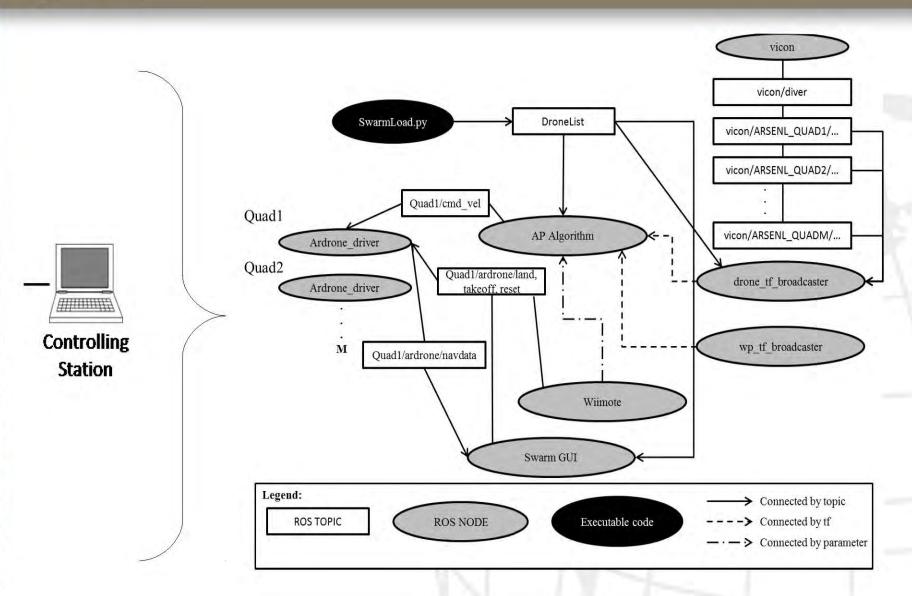


## Hardware Integration



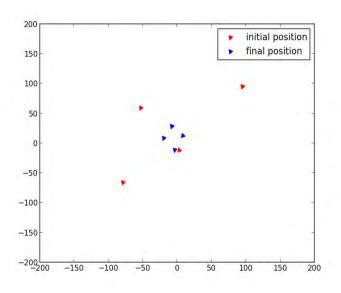


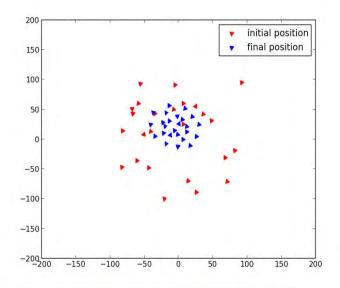
## **Software Integration**



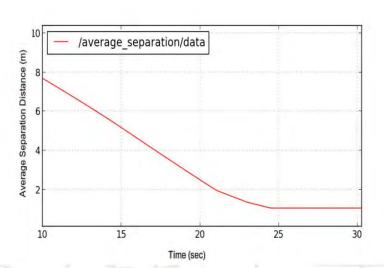


## **Simulation Results**









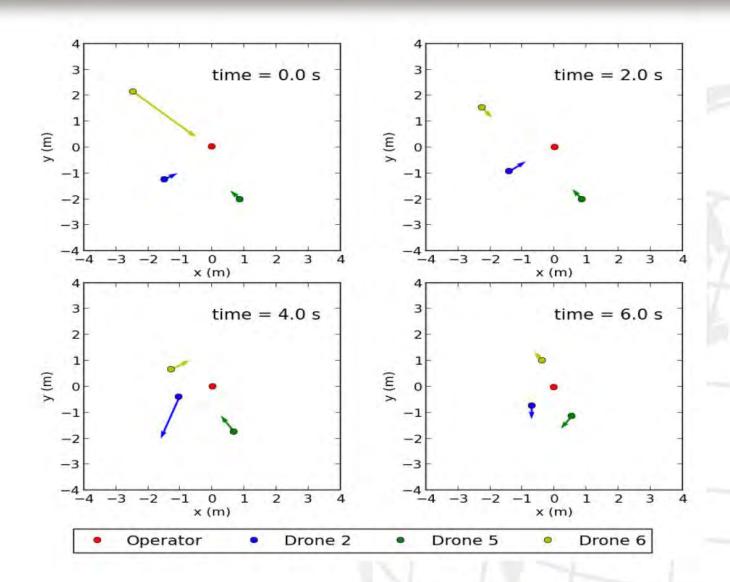


# **Physical Experimentation**



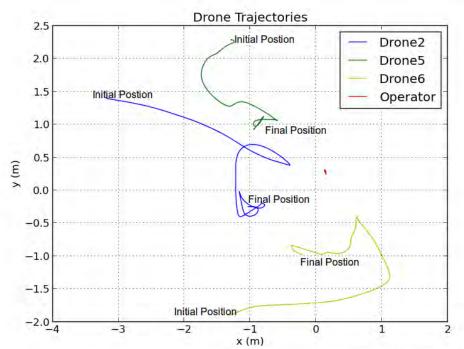


### **Force Vector Evolution**

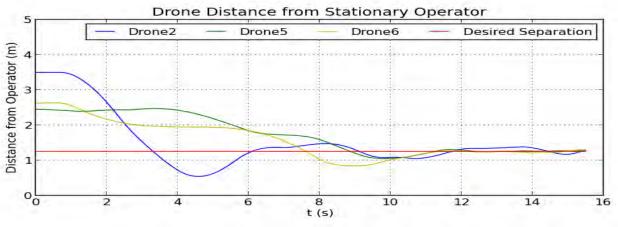




## **Stationary Operator**



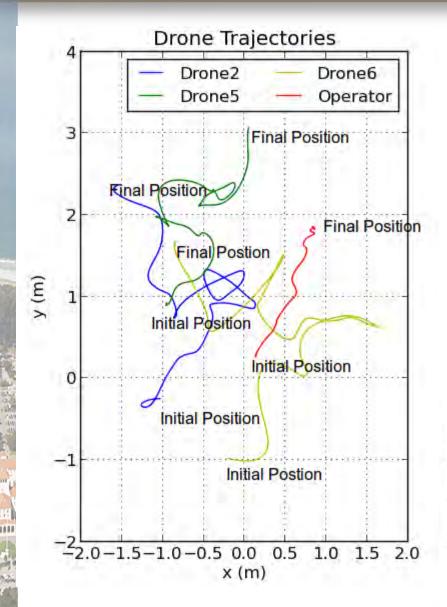
- After ~10 sec
   drones achieve tight
   formation around
   operator
- Stable formation with low separation error (< 20%)



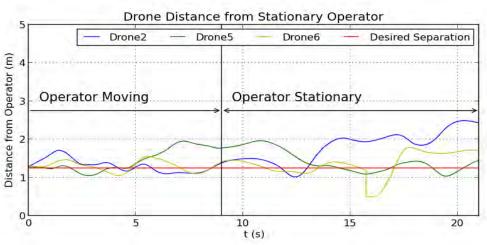
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## **Moving Operator**



- Drones follow operator during movement
- Difficulty in recreating formation after operator stops





# **RVIZ Playback**







- Demonstrated that an AP based framework allows a group of UAVs to autonomously follow a human operator
  - 2D and 3D simulations
  - Drone communication
  - Interface development: GUI and Wiimote
  - Hardware and software integration
  - Flight data playback
- Future work
  - Outdoor flight
  - More agent
  - Threat detection
  - Mission based testing





# **Questions?**

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